

Ilya Kanatov, **Frontend Developer, UI/UX designer**

London, unrestricted right to work in the UK

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Skills

Languages: JavaScript, TypeScript, Node.js, Semantic HTML, CSS

Libraries: React, Next.js, jQuery, Tailwind

Backend: REST API, Headless CMS, Storyblok, Firebase,

QA: Page optimisation, Lighthouse score, Accessibility, Cross-Browser and Cross-Device functionality

Product Design: UX process, Prototyping, Wireframes, UI design, Design system

Tools: VSCode, Git, Jira, Figma, Miro, Agile

Experience

Frontend Developer, full-time, on-site

Mar 2024 – Present

[Studio East](#), London

- Developed an editor-friendly web builder for headless CMS, including API integrations, resulting in up to a 40% reduction in website delivery time.
- Unified 2 studio codebases with 100% coverage of technical documentation of the features.
- Optimised page performance of the unified build to 96 points on Lighthouse.
- Launched 9 websites, including [bennutechnologies.com](https://www.bennutechnologies.com), [multifi-bc0e1.web.app](#), [nex-gen.tech](#) using Next.js, React and Firebase.
- Enhanced QA standards, increasing issue discovery by 100% including accessibility. Ensuring 98% cross-browser and platform support using BrowserStack.
- Hosted a workshop about [digital products creation roadmap](#) sharing best UX research practices and customer-centred design approach.

UX/UI designer, full-time, on-site

Dec 2018 – Jan 2024

[Product Madness](#), London

- Implemented 18 features from brief to handover for tech artists.
- Hosted 8 workshops on UI design and UX practices, covering topics such as “Introduction to Design Systems,” “Game Lobby Redesign Ideation Workshop,” and “PPI, Multipliers, and Font Sizes.”
- Completed 4 UX courses, including “Intermediate UX Design” from UX Academy and “Model of Information Expectations” and “Use Cases” from Pavlov Dog.

Frontend Developer, full-time, remote

Aug 2012 – Apr 2013

Paradise Development, Russia

- Build a portal for a video game exhibition hosted by the [Professional Gamers League](#), containing over 70 AAA and indie game developers.
- Focused on ensuring 95% cross-browser compatibility for the Russian market, supporting multiple screen sizes, and integrating Joomla CMS and external commentary systems.

Frontend Developer, full-time, on-site

Aug 2009 – Jun 2012

[Intecweb](#), Russia

- Delivered 60+ Joomla-based websites for the agency's clients, specialising in rapid delivery for brochure-style sites with fixed budgets.
- Worked in a high-pressure environment, handling last-minute changes and picking up projects from team members while ensuring effective communication to balance design, client expectations, and development workloads.
- Regular tasks included renovating existing websites, adding e-commerce features such as promotions, subscriptions, and marketing communications.
- [Code samples are available on GitHub](#).

Frontend Developer, Full-time (on-site), -

Oct 2008 – May 2009

Mazarini, Russia

- Built the first public version of the [agency's digital platform](#) within 30 days, collaborating closely with a small startup team and 2 senior developers.
- Developed an interactive, media-rich website using Adobe Flash and ActionScript 3.
- The growing gallery featured more than 100 model profiles, info pages, contact form and personal profile for models.

Education

[42 School London](#), Computer Science

Jan 2024 – Mar 2024

- Participated in 4 weekend-long hackathons with other students.
- Studied computer science fundamentals, exercising algorithm and data structure skills.
- Paused attendance at 42 School after receiving a full-time job offer at a digital agency.

Russian-British Institute of Management, Graphic Design Diploma

Sep 2009 – Sep 2013